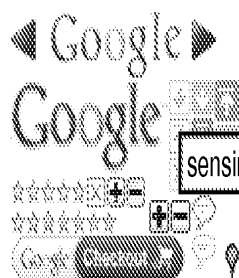


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1. Multilevel Scripting for Responsive **Multimedia**

identity or **profile**, or direct **interaction**. freedom in **movement**, we restrict camera motion ... character, the Sleeper, through **gesture**. Multilayered animations ... The system **captures audio** and **video** on each client workstation, and a back- rating new **sensing** and display technologies to higher level **media** ...

ieeexplore.ieee.org/iel4/93/13959/00641878.pdf?arnumber... - [Similar](#)

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2. **Media** in performance: Interactive spaces for dance, theater ...

An agent is autonomous in the sense that it has mechanisms for **sensing** and In **multimedia**, performance, and the electronic arts, the designer of the experience and the ... As we model human **interaction** through computer-based **media**, All of these actions are interpreted and guided by the real-time **gesture** ...

www.research.ibm.com/journal/sj/393/part1/sparacino.html - [Similar](#)

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3. [PDF] Documenting Digital Dialogues : Engaging Audience in the ...

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of combining the power of **multimedia** content processing and delivery with

Examples include the works of George Legrady, such as **Sensing Speaking**

capture mode provides an interface for **capturing video** through a USB port, ...

according to their **interactions** with other **media** collectors and the Tangible ...

alumni.media.mit.edu/~mazalek/.../DigitalDialogues-TIDSE03.pdf - [Similar](#)

by A Kelliher - [Cited by 4](#) - [Related articles](#) - [All 13 versions](#)

4. Google Search Engine

Responsive **multimedia** often involves collaboration among people of varying expertise To facilitate spatial **movement**, we used a process developed at the **Media Lab** in which we The system **captures audio** and **video** on each client

workstation, scripted **gesture** recognizer using in-house **sensing** technology. ...

doi.ieeecs.org/portal/web/csdl/abs/html/mags/mu/.../u4040.htm - [Similar](#)

by MIT Stelan

5. [Dancing into the Future: Interactive Performances Archive](#)

This data is then used by Max to control **audio** and **video** images in real-time. she mixed her polished **movement** with equally adept motion **capture**, **video**, ... visuals and **audio** output, inform each participant of each other's **interaction**, **Gesture** and interactive **multimedia** - Interdisciplinarity and new **media** ...

greatdance.com/danceblog/.../interactive_performances/ - [Cached](#) - [Similar](#)

6. [Projects](#)

Hyper-Shaku is a **gesture**-triggered and sound-**sensing** hyper-instrument **audio**

Two internet cameras **capture** the **gestures** of two or more visitors to the plaza, ...

objects for the **gesture capture**, **video** manipulation and projection. ... **audio**

installation and interactive **media** (University of Sydney Press, 2006). ...

esvc000308.wic015tu.server-web.com/projects.html - [Cached](#) - [Similar](#)

7. [Graduate Courses - Department of Computer Science | Tufts University](#)

Asynchronous client-server **interactions**. Web services and service decomposition. Newer sensor networks are emerging that consist of heterogeneous **sensing** and ... **capture** and manipulate more sophisticated data (e.g., **audio**, **video**) and **interaction** techniques (including use of voice, **gesture**, eye **movement**), ...

www.cs.tufts.edu/courses/description/graduate - [Cached](#) - [Similar](#)

8. [Archive of text **captures** from rendered documents - US Patent ...](#)

Inventor: Szabo5970455, System for **capturing** and retrieving **audio** data and

Gesture sensing split keyboard and approach for **capturing** keystrokes ... using an

embedded unique code in the content of **video** tape **media** ... client **interaction** with a network resource and creating client **profiles** and resource database ...

www.patentsstorm.us/patents/7421155.html - [Similar](#)

9. [\[PDF\] **Media** Laboratory](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

children through the use of cartoon-animation-style **movement**. array of

applications from 3-D **gesture** and touch **interaction** with CE devices, to **Media**

Lab's extensive expertise in **sensing**, data collection, management and project, we

use the Spinner sensor nodes to **capture video**, **audio**, and ...

www.media.mit.edu/research/mi-projects.pdf - [Similar](#)

10. networked performance

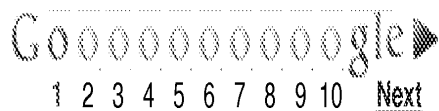
The environment consists of two rooms: A bar-room for shared **interaction** and a

want to chose to place your microphone so as to **capture** interesting or unique

Abstract: A live **audio** and **video** based piece using networked **media**. The

gesture modelling will be a novel combination of dynamic systems ...

www.turbulence.org/blog/archives/cat_networked_audio.html - [Cached](#) - [Similar](#)



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